# Sampling: Need and designs 

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## Quantitative ecology

- All about quantifying
- Populations
- Habitat
- Behaviour
- Environment



## Some useful parameters

- Abundance (N)



## Some useful parameters

- Density



## How to quantify ?

- Estimate everything



## How to quantify...

- Estimate everything?
©


## How to quantify...

## Estimate still????

为


## How to quantify...

- Do sampling!!!
$\because$



## Where to sample?

- Define questions
- What is to be quantified (Parameter)
- And then...
- How should it be quantified (sampling protocol/method)
- When should it be quantified
- Where should it be quantified (defining samples)


## Distribution of object of interest



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## Distribution of object of interest

- Random



## Distribution of object of interest

- Random

$$
\begin{aligned}
& a=\text { area of unit } \\
& A=\text { Total Area } \\
& c=\text { count } \\
& N=\text { Abundance } \\
& D=\text { Density }
\end{aligned}
$$



## Distribution of object of interest

- Random
$a=$ area of unit
$A=$ Total Area
$c=$ count
$N=$ Abundance
$D=$ Density

$$
\begin{aligned}
& \\
& D=c / a \\
& N=D . A
\end{aligned}
$$

$$
\begin{aligned}
& D=\_? \\
& N=\_?
\end{aligned}
$$



| Unit | Count |
| :--- | :--- |
| A | 4 |
| B | 4 |
| C | 3 |
| D | 3 |
| E | 2 |
| F | 5 |
| Mean <br> Count | 3.5 |

Mean $(\bar{x})=\frac{\sum x}{n}$
Area of unit $=0.1 \mathrm{~km}^{2}$
Total area $=10 \mathrm{~km}^{2}$

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## Time for lego

